

D@n gerous Waters

Hello dear friends, it's that time of the month again. No, not that time... code time! In this issue you will get the first N64 Gameshark codes available, as well as the usual PlayStation and Saturn codes. Also, in this issue you will find such fine topics as the ECTS show in London (also known as "Hey, why don't you send me to London: during the largest funeral in history, thank you") as well as other fine tales. But first, I would like to give special thanks to a much revered reader, Mike Caple, of Trenow PA. Mike sent in a photo of what he claims to be "part of a tractor", although the Polaroid is suspiciously out of focus. Maybe it is a tractor Mike, maybe it's a UFO, or it could possibly be a shot of the third gunman on the grainy knoll. I'm not sure, but for reasons in the photo of farm equipment we will be returning the favor by sending you two rabid marmosets with poor eyesight and club feet. Or maybe we will send some back issues and a controller or something of that nature. Anyway, all you other readers out there take note, if you send the CodeSlay weird stuff, you get free stuff...usually.

BL@h, BL@H, BL@h

Look, if you don't know what this section is all about yet, it's about the same person trying to describe a tee-shirt in new and innovative ways, issue after issue. The shirt will not give you any special powers, make you more popular, or make doing your laundry any easier, but for twelve bucks you can't beat it these days. It's no tear shirt, but you could tell your friends it is just to try and confuse them. Anyway, here's the deal, send a check or money order for \$12.00 to: InterAct Accessories, Inc.

ATTN: SHIRT 9611 Pulecki Park Drive, Suite #309, Baltimore, MD 21220. I imagine someone here will get stuck paying the postage.

SH@RK F@CT

I once knew this guy who got caught putting a uh, never mind.

C@DES 10r Ch@P

- Issue #1: Maybe if you're lucky!
 Issue #2: Codes for Toshinden, Krazy Ivan, The Horde, NBA Jam, MK3 and other games which are considered primitive to today's games.
 Issue #3: Codes for Cyberseid, Resident Evil, Agile Warrior, Iron Storm, Virtua Fighter 2 and others, which are still thought of as dated, but none the less fun.
 Issue #4: I'm not going to tell you what games are in Issue #4, because I don't have to!
 Issue #5: Codes for Alien Trilogy, Primal Rage, Bogey Dead 6, Tekken 2 Virtua Fighter Kids.
 Issue #6: Codes for Dark Forces, Fighting Vipers, Final Doom, Sonic 3-D Blast, NFL '97 and Twisted Metal 2.
 Issue #7: Codes for Andreotti Racing, Madden '97, Soviet Strike, King's Field 2, MK Trilogy and Rally Cross.
 Issue #8: Codes for games, all right
 Issue #9: Codes for Rage Racer, Psychic Force, Tenka, Contra, Battle Stations and Andreotti Racing.

left@B@M@S

Hey, some of you decided to write in, and you know how I love my mail. Unfortunately, no one has suggested a good enough idea for a contest, so this offer still stands. Write in and name your own contest. Come on, it could be fun. All entries will at least be considered, no matter how silly. And hey, you might just win and score yourself some controllers, hats, or slightly used ham sandwiches. But remember, you can't win if you don't play. And with that, let's see what our readers are up to lately.

Dear CodeSlay,

My name is Wes Wise Jr., I am otherwise known as WiseGuy. Anyways, I am going to get to the point. I think your codes are great! But yet something troubles me. I am talking about the hit game "Twisted Metal 2". There is a code for that game that I have been yearning for. I want to have the biggest vehicle in the game, "Dark Tooth", "Sweet Tooth's" father. I know that code is out there. I was wondering if you could get me that code.

Wes Wise Jr.

Dear Wes,

I'm very familiar with the character you speak of. Apparently "Dark Tooth" was originally going to be in the game, but the character was never completed. I have tried several codes to make this character available, but if the programmers did not finish him, no matter what code you use, you will not be able to play "Dark Tooth". So, if you see a code that is for "Dark Tooth", please do not use it.

CodeBoy,

First of all, I am a subscriber to your magazine, *Dangerous Waters*, and I enjoy your magazine for the abundant amount of codes for the PlayStation, however I have one problem with your magazine. You have neglected to give several master codes for the games. How can I use the existing codes without master codes? I would appreciate receiving a reprint for the master codes, especially the master code for *Twisted Metal 2*. If there is a charge for this, please let me know.

Aaron Marsala

Aaron,
Here's a list of all of the master codes for the PlayStation, as for *Twisted Metal 2*, this game does not require a master code.

Crash Bandicoot*	d005c89c 0314
Criticom	d059a2f2 7d24
Rayman	d0608534 40a0
Viewpoint	d05564a0 01a0

All other PlayStation games do not require master codes. As for the charge, that should be about \$65.00. Make the check payable to CodeBoy.

Dear CodeBoy,

I really like my *GameShark*, but in all of my past issues of *Dangerous Waters* there are a lot more PlayStation codes than Saturn. Please let me know why.

Joshua Breiner

Joshua,
The only reason that there are more codes for the PlayStation is that Sony releases plenty of games, and Sega doesn't.

THADÉ SHOW DAZE

If anyone out there is planning on traveling abroad, try not to do so during: a) Hurricane season, b) A holy war, or c) The funeral of Princess Diana. Any of these factors can easily confuse or bewilder even the heartiest of travelers, and God forbid you encounter more than one of these factors at the same time. So, needless to say, you've truly arrived in London a bit late for the trade show that is to Europa when E3 is to us

here in the United States. ECTS was quite an enjoyable show if your idea of enjoyment is trying to decipher thick Scotch accents, work with a German television crew, or have any form of contact with the Franch. Some of the finer points of the show were, of course, the Eldos booth (which featured Mr. Croft), the interesting, if not slightly illegal "clothing" at the Virgin Interactive booth, and the fact that Innovation, a company known for allegedly pirating and counterfeiting, had the guts to show up. ECTS was much like E3 though, in that there were no new major announcements made for either software or hardware. So this entire paragraph has no meaning, disregard it and keep reading, please.

a few CHOICE GAMES

1. *GoldenEye: Duke Nukem** meets *Virtue Cop*, this game has got to be the coolest development in a long time. Hours of missions to complete, civilians to avoid, and a tank. A big, well earned, tank. If you get the chance, and assuming that you have friends, play the multi-player death match. This is nothing like those wimpy *Doom* death matches, this is straight out of *Scarface*, real gruesome and real sneaky. Definitely the favorite here in the Dungeon.
2. *NFL GameDay '98*: I'm not much on sports games for the most part, but you have to see this game. The graphics are the most impressive to date for a football title. Using polygonal players to fight your way down field, the object is to score without getting injured. And injury is a definite possibility in this game, where you battle to drag people down or flat-out hammer them into the ground. This game is very in depth, but not so hard that a sports illiterate moron like myself couldn't learn how to play.
3. *Bushido Blade*: As reported in the last issue, this is a true fight simulator. A wide range of weapons, each requiring their own technique, interactive backgrounds, a huge battlefield and realistic damage. Any of which would boost a fighting game by itself, but now all are in the same game. If you thought *Resident Evil* and *Tomb Raider*

were big, just wait and see how big this game gets. And by the way, did I mention that it was compatible with the link cables?

4. *Top Gear Rally*: This is the first real racing game for N64 (Mario Kart doesn't count, the jury is still out on *MRC* and *Cris'n USA* is, well, *Cris'n USA*) and it very looks smooth. The controls have a comfortable feel to them. You do slide quite a bit, but not uncontrollably and not with any over-steer. The jumps in the game are exciting as well, especially if you're not sure what is on the other side. Probably one of the finer features of this game is the spectacular crashes. Although crashing doesn't help you win the game, it sure does look impressive, or maybe it's just me. Anyway, this game is great for the competition and equally as fun for just goofing off.
5. *Polo*: A classic which consists of silly old people with little hammers chasing around a small ball on horseback. A fine selection of colorful uniforms and safety helmets are usually available, as well as some refreshing iced tea or lemonade. Quite a silly game, avoid at all costs.

**PlayStation
Codes**

**ADVENTURES OF
LOMAX**

Infinite Credits	\$006b7e00009
Infinite Lives	\$006b85a0063

BRAHMA FORCE

Infinite Bombs	\$00e0c7c03a6
Infinite Laser Energy	\$00e0d2a00b0



BROKEN HELIX

Alien Weapon	80066e8011e
Amplifier	80066e40010a
Detonator	80066e560115
Energy Armor	80066e5a0117
Energy Pack	80066e4a010f
Force Field Device	80066e5e0119
Gas Card	80066e4c0110
Helix Files 1	80066e540114
Jewel 1	80066e4a0111
Key 4	80066e60011a
Key 5	80066e3c0108
Key 6	80066e3e0109
Orders 1	80066e580116
Organic Attachment	80066e6a011f
Password 1	80066e520113
Photo	80066e42010b
Plasma	80066e6e0120
Save	80066e44010c
Virus Antidote	80066e48010e
Wire Cutters	80066e500112

COOLBOARDERS

All Awards	801ef97c000f
All Awards	801efab8000f
All Awards	801efbf4000f
All Awards	801efcd3000f
All Awards	801efefc000f
Camera Angle 1	801efef3001a0
High Scoring	800162100001
High Scoring	800162120001
Snowman and Extra Boards	801ef62e0017

CRYPT KILLER

P1 Has Automatic	800fc1780004
P1 Has Shotgun	800fc1780001
P2 Has Automatic	800fc1d40004
P2 Has Shotgun	800fc1d40001

DARKLIGHT CONFLICT

High Durability	8010e5640000
Infinite Energy	800670281e00

DISNEY'S HERCULES

Helmet of Invincibility	80034dc000c8
Infinite Energy	80034db00080
Infinite Fireball Sword	80034dc000c8
Infinite Lightning Sword	80034db000c8
Infinite Lives	80034da40009
Infinite Sonic Sword	80034dc200c8

FINAL FANTASY VII

Infinite Gil	8009d260ff
Quick Level Gain	8009d7d0ff



GAMEDAY '98

Away Team Scores 0	8009f47c80000
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GRAND SLAM

Away Team Scores 100	800f59000064
Home Team Scores 100	800f5c580064

HERC'S ADVENTURES

Infinite Spears P1	800c4af60063
Infinite Money P1	800c4ae00063
Ray Gun P1	800c4b06001e
Infinite Lightning Bolts P1	800c4ef00009
Infinite Keys P1	800c4b3e0009

MLB 98

Away Team Scores 0	800121f60000
Away Team Scores 50	800121f63232
Home Team Scores 0	800121b40000
Home Team Scores 50	800121b43232

MORTAL KOMBAT TRILOGY

Infinite Health P1	8003219e00a6
Infinite Health P2	8003219e00a6
No Health P1	8003219e0000
No Health P2	8003219e0000
Infinite Health P1	8003219e00a6
Infinite Health P2	8003219e00a6
No Health P1	8003219e0000
No Health P2	8003219e0000

NEED FOR SPEED II

Engine Upgrade	80035b800001
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OVERBLOOD

Allen Wrench	800ef5380001
Burner	800ef5200001
Charged Battery	800ef5480001
Compact Data Disc	800ef52c0001
Dead Battery	800ef5440001
Emergency Spray	800ef5340001
Identification Card	800ef54c0001
Iron Rods	800ef5140001
Metal Grate	800ef51c0001
Red Card	800ef5280001
Stun Gun	800ef5180001



PORSCHE
Challenger

PORSCHE CHALLENGE

Hyper Car and Invisible Car 800ca3be0101

SOUL BLADE

All Weapons For Sophiaia 800Dea34affff
All Weapons For Sophiaia 800Dea360fff

TENKA

Dual Laser 80019de80001
Grenade 80019dee0001
Infinite Armor 80019da000c8
Infinite Health 80019dd80064
Infinite Missiles 8003b5c40004
Infinite Missiles 80059a7a0004
Missile 80019de0001
Single Laser 80019da60001

THUNDER TRUCK RALLY

Infinite Armor 801d8e100000

TOMB RAIDER

Have All Items 8008472c0008

TRIPLE PLAY '98

Extra Stadiums 80102ee0001
Play as EA Dream Team 80021e7d0109

TWISTED METAL 2

Advanced Attacks 801880800400
Advanced Attacks P2 8018801C0400
All Infinite Weapons P1 801882da000f
All Infinite Weapons P2 80188a0e0f0f

VMX RACING

Points Becker 8016426000ff
Points Cooper 8016235000ff
Points Duncan 801632d800ff
Points Emitt 801613c800ff

WILD ARMS

Infinite HP Cecilia 80133e500500
Infinite HP Jack 80133e240500
Infinite HP Rudy 80133df00500

Saturn Codes



ALBERT ODYSSEY

Master Code 8600914c305
Master Code b60028000000
Infinite Gold 16036936ffff
Quick Level Gain Pike 16036eb2ffff

PlayStation/Saturn Codes

Quick Level Gain Eka 160366e0ffff
Quick Level Gain Lees 1603671affff
Quick Level Gain Gryzz 1603674effff
Quick Level Gain Arson 16036782ffff

DARKLIGHT CONFLICT

Master Code 1600915c30
Master Code b60028000000
Infinite Energy 16071a961e00
Little Extra Durability 1607c9be0000

MANX TT
Super Bike



MANX TT SUPERBIKE

Master Code 8600914c305
Master Code b60028000000
Place 1st 1606f7da0000
Infinite Time 16008a7e02ce

MORTAL KOMBAT TRILOGY

Master Code 8600914c305
Master Code b60028000000
Infinite Health P1 16032ed400a6
No Health P1 16032ed40000
Infinite Health P2 1608404c00a6
No Health P2 1608404c0000

SONIC JAM

Master Code	66000914c305
Master Code	b60028000000
99 Rings	1600fe200063

WARCRAFT II

Master Code	66000914c305
Master Code	b60028000000
Infinite Lumber (Humans)	160d568a270f
Infinite Gold (Humans)	160d564a270f
Infinite Oil (Humans)	160d568a270f

NBA HANGTIME

Press G5 Button For 99 Pts. P1	890e66890063
Press G5 Button For 99 Pts. P2	890e668b0063
Player 1 Scores 0	800e66800000
Player 2 Scores 0	800e668b0000
Team 1 Scores 150 pts.	800e66890096
Team 2 Scores 150 pts.	800e668b0096

STAR WARS SOTE

Unlimited Lives	800e05cb00ff
Unlimited Missiles	800e126500ff
Unlimited Lives	800e0eb300ff
Unlimited Missiles	800e1b5500ff

TOP GEAR RALLY

Level 1 Points	8032431f0064
Level 2 Points	803243210064
Level 3 Points	803243230064
Level 4 Points	803243250064
Level 5 Points	803243270064
Level 6 Points	803243290064
Extra Vehicles	803243cc00ff
Extra Vehicles	803243cd00ff
Extra Tracks	803243ce00ff
Extra Tracks	803243cf00ff

WAVE RACE

Infinite Time Stunt Mode	801c295e00ff
Misses Don't Count	801c27cf0060
Only Play Glacier Coast	800da7530007
Super Speed	801c27cf0060

WAYNE GRETZKY'S 3D HOCKEY

Team 1 Scores 50 pts.	800e6eb30032
Team 2 Scores 50 pts.	800e9ff00032

hE@d\$ Up \$ECtOn

Hey GameShark fans it's the Littlest Woskie with another heads up. If you have had problems with any InterAct Memory Cards, we have a solution. We've heard rumors that game saves randomly erase, and being a gamer myself, I can understand how a person would be distraught after losing 100 hours of game time. Follow these few troubleshooting guides to limit any unfortunate save losses:

1. When switching pages on a multi-page memory card, be sure to only switch pages using the Memory Manager Screen of the Sony PlayStation™ (turn console ON without a game, or open the console lid and press power). Note: Switching pages during game play could randomly delete game saves.
2. Insert and remove the Memory Card when your Sony PlayStation™ console is ON. Turning your console power ON and OFF with the Memory Card inserted could create a power surge and delete game saves.
3. Do not leave the Memory Card inserted in the Sony PlayStation™ console. Insert and remove the Memory Card before and after each game play.
4. When the same memory block is used repeatedly, the card may not save your information. If this occurs, simply use another block/page.
5. Do not remove the Memory Card while recording information.

Maintenance:

1. Do not touch the front connectors of the Memory Card directly. Keep the front connectors clean and dry.
2. Do not leave the Memory Card in humid areas or expose to high temperatures.

Nintendo 64 Codes



HEXEN

Axe/Staff/Frost Shards	8013db7700ff
Hammer/Firestorm/Axe of Death	8013db7900ff
Infinite Blue Mana	8013db7d00cf
Infinite Green Mana	8013db7f00cf
Invincibility	8113db4c00ff
Quietus/Wealthmerge/Blood...	8013db7b00ff

Important notes:

1. The actual loading and saving of a game is dictated by the software itself. Please refer to the game manual for proper loading and saving instructions.
2. The Memory Card will not save the whole game, but will save your positions and points earned.
3. Removing the Memory Card while saving may cause data loss or corruption.



TREMORPAK FOR NINTENDO® 64

So, if you own a N64 you probably have been playing Starfox 64 or GoldenEye to death. The great thing about these games are their 4 player capability, but you only get one Rumble Pak™ when you buy the game. Have no fear, the new TremorPak from Performance™ has both a HIGH and LOW setting to the vibration feedback. Also, it uses less expensive AA batteries (as opposed to the Rumble Pak's utilization of AAA's). The TremorPak works with ALL Nintendo, InterAct and Performance branded N64 controllers.

Price: \$9.99

auto-centering steering wheel with 300 degrees of rotation, adjustable tilt angle and height, steering sensitivity control and separate acceleration/brake pedal unit (Nintendo version is also equipped with a memory card slot). Conquer even the tightest hairpin turns with incredible precision and control! The V3's unique Program Relocation Function allows you to customize your button layout to maximize control in any racing title. The specially designed base allows you to secure the wheel to either a table-top or underneath your legs so you can play at a table, in a chair, or even on the floor!

Price: \$69.99

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AdveRtisIng \$Ect;@n

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GAMESHARK FOR NINTENDO® 64

We know that we've been promising this for a long time, but your patience has now paid off! The newest addition to the GameShark family is finally here. It is even in a shiny new box! Play all of your N64 games like you never thought possible.

Price: \$49.99

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V3 RACING WHEEL
FOR PLAYSTATION AND NINTENDO® 64

The premier steering wheel for both the PlayStation and Nintendo® 64, these V3 Racing Wheels incorporate every enhanced feature imaginable for the serious racing enthusiast. Playable in either digital or analog (Narco) mode (PlayStation version only, Nintendo version utilizes analog steering in addition to a digital direction pad), the V3 provides a realistic

G@M@ pad
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MAKOPAD 64

The MakoPad 64 was designed to be a revolutionary new controller that gives Nintendo® 64 gamers the edge that they have been looking for. Don't be forced to continually change hand positions with the standard controller when the MakoPad 64 allows you to reach ALL of your controls from one position! Never fumble for directional pads, sticks or fire buttons again! With a crystal-clear case, auto-fire, slow motion and an extra-long cord, the MakoPad 64 is ready to attack!

Price: \$24.99



PROGRAMPAD FOR PLAYSTATION

This transparent gamepad is the only fully programmable controller available for the PlayStation! With ten programmable fire buttons, programmable digital direction control, non-volatile memory for storing custom settings, slow motion and auto-fire, the ProgramPad offers gamers ultimate control over the hottest fighting and action titles.

Price: \$29.99



SHARKPAD PRO 64² FOR NINTENDO 64

Speed the competition with the SharkPad Pro 64², the most dangerous predator on the Nintendo 64 system! The new and improved design allows for better access to the analog stick, thereby giving you better control! With this new design, raised circular digital direction pad, slow motion and auto-fire functions, the SharkPad Pro 64² takes your gaming experience to a new level!

Price: \$29.99



ARCADE SHARK FOR NINTENDO 64

Gamers can safely prow! the dangerous waters of the most challenging NintendoTM 64 games with the Arcade Shark! This vicious predator will help players devour the competition with auto-fire, slow motion and a built-in memory card slot. The uniquely versatile design features a removable joystick that can be placed in either the digital or analog control port for the best control in any type game. A sturdy metal base and ergonomic layout ensure hours of playing excitement.

Price: \$59.99



PIRANHAPAD FOR PLAYSTATION

This baby's got bite! The new PiranhaPad boasts tons of upgrades over the pack-in controller. For starters...a circular digital direction pad for maximum control. Throw in a bigger, more comfortable design, larger fire buttons, contoured hand grips and an extra long cord. And now the best part...slow motion and auto-fire! Get out your fishing poles, this Piranha should be swimming around your favorite store now.

Price: \$19.99



ECLIPSE PAD FOR SEGA SATURN

This state-of-the-art controller is designed to give you unparalleled performance with any Saturn title. The Eclipse Pad features eight fire buttons, arcade button layout, programmable synchro-fire, independent turbo-fire with LED display, slow motion and an extra-long cord.

Price: \$22.00



PS ARCADE FOR PLAYSTATION

Imagine finally being able to play all of your favorite fighting games with REAL arcade joystick control and giant fire buttons you can pound on! No need to scrounge up quarters - the PS Arcade is a heavy-duty arcade stick, constructed with a sturdy metal base and joystick shaft, that can handle anything you can dish out. Throw in semi and hands-free auto-fire with four auto-fire speeds, three slow motion speeds, an LED display panel, eight fire buttons and an extra-long cord and you've got the premier joystick for the PlayStation!

Price: \$49.99



ECLIPSE STICK FOR SEGA SATURN

The Eclipse Stick is the heavy-duty joystick that is sturdy enough to use on a table-top, but compact enough to rest in your lap. The Eclipse Stick brings the "arcade feel" to your living room with eight full-size fire buttons, programmable synchro-fire, semi and hands-free auto-fire, slow motion, a rugged metal base and joystick shaft, and an extra-long cord.

Price: \$33.00

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Please forward - Address correction requested

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